

Subscribe (Full Service) Register (Limited Service, Free) Logic

Search: The ACM Digital Library The Guide

## THE CHIEF TO SCHOOL BE STEER AT UR

Feedback

Take a look at the new version of this page; [ beta version ]. Tell us what you think.

## Structured Video Computing

Full text

Publisher Site

Source

IEEE MultiMedia archive

Volume 1. Issue 3 (September 1994) table of contents

Pages: 34 - 43

Year of Publication: 1994 ISSN:1070-986X

**Authors** Yoshinobu Tonomura

> Akihito Akutsu Yukinobu Taniquchi

Gen Suzuki

Publisher IEEE Computer Society Press Los Alamitos, CA, USA

Bibliometrics Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 22

Additional Information: abstract references cited by collaborative colleagues

Tools and Actions:

Review this Article

Save this Article to a Binder

Display Formats: BibTeX EndNote ACM Ref

DOI Bookmark: 10.1109/MMUL..1994.318984

## ♠ ABSTRACT

Video is becoming increasingly important for multimedia applications, but computers should let us do more than just watch. We propose a way for computers to structure video and several new interfaces that make it easier to browse and search.

## ◆ REFERENCES

Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

- 1. H. P. Brondmo and G. Davenport, "Creating and Viewing the Elastic Charles---a Hypermedia Journal," in <i> Hypertext, State of the Art</i> , R. McAlesse and C. Greene, eds., Intellect, Ltd., Oxford, England, 1990.
- 2. Y. Tonomura and S. Abe, "Content-Oriented Visual Interface Using Video Icons For